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ONLINE

# The Last Issue

**March 27, 2015**

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## ComputerEdge: The Last Issue

After 32 years it's time to call a halt to the weekly issues.

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Apple's Lasting Contribution

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**by ComputerEdge Staff**

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"Windows 10 Asterisk," "The End is Near," "Apps vs. Browser," "Office 2016 for Mac AND Older Version?"

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# Digital Dave

“Digital Dave answers your tech questions.” by *Digital Dave*

*Who Is Digital Dave?*

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## Who Is Digital Dave?

*Dear Digital Dave,*

*Who are you really?*

*John Smith*

Dear John,

That's an excellent question. I often ask that myself. (Who am I?) But since this is the last issue of the weekly *ComputerEdge*, it's time to reveal the truth—as unseemly as it may be.

For the decades that *ComputerEdge* was in print, the Digital Dave column was written by Roy Davis, a good friend of mine from the days we worked together at Teledyne Micronetics. Roy is a digital engineer who specialized in the design of circuit boards for various applications. For the longest time he worked at Qualcomm. From the conception of the Digital Dave column in 1983, his work was always the most popular part of the magazine. He was steady and reliable with a knowledge of technology that I could only hope to approach. When the magazine stopped printing, Roy retired as Digital Dave.

In the early days of the magazine, whenever Roy was a little late, I would threaten to write the column myself. That would get him moving since he knew I did not hold his level of in depth knowledge. When he stopped in January of 2008, I followed through on my threat and have written every Digital Dave column since that time.

Since I knew I couldn't adequately fill Roy's shoes, I decided to fall back on one of the most knowledgeable computer people I know, my son Richard. With a degree in digital engineering he works as a software developer extraordinaire and has an in depth knowledge of everything computing. I asked him and he agreed to review my answers for accuracy prior to publication. Richard has read and advised on every column since. On many occasions he has given me

additional insight and suggestions. Sometimes he has made me totally reverse course. As I improved, I was always pleased to receive Richard's coveted "Looks fine" award in an e-mail.

It's funny, but whenever I was writing a Digital Dave column, I became Digital Dave. I took on a different attitude and feelings. My entire focus was on answering the question as Digital Dave would—not as I might. Digital Dave wasn't my ego, but I was Digital Dave.

When I wrote any other article for *ComputerEdge* I always competed in Digital Dave's shadow. His column was the most popular part of *ComputerEdge* and nothing else ever approached his numbers. When I picked topics I wondered if I might beat Dave's readership. It was lucky if I came in a close second—which was rare. He frustrated me—even though he technically was me.

Digital Dave was a mainstay of *ComputerEdge* for so many decades that I'm a little disappointed to find out that I was him for the last seven years. It must be a little bit of a letdown for *ComputerEdge* readers as well. However, researching the answer to all of those questions has taught me a lot. I would often stare at a question and say, "What the...?", then start digging around the Web. Sometimes I would see a familiar question and search *ComputerEdge* to see what Digital Dave said the last time.

One of the best parts of the column were the comments from readers. Even if I got an answer partially wrong, people would come to my rescue—without any of the snipping you might see on other sites. I have particular kudos for Rich Ernst of San Diego. He provided more help for more people via the comments than anyone else I can remember. His knowledge on the various topics was such that he could have been Digital Dave.

I've enjoyed the years, but it's time for Digital Dave to retire—again. Do you know what it's like to have people pestering you with questions all of the time?

Jack Dunning

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## The Last Issue of ComputerEdge

**“It's Time for Change and New Beginnings”** by Jack Dunning

*After 32 years, ComputerEdge is ceasing its weekly activity. The name will continue in various ways, but there will no longer be a new issue every week.*

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It was a complex confluence of events which brought me to the point of making this the last issue of *ComputerEdge* Magazine. It's been seven years since we stopped printing on paper at which time I took over almost everything for the online edition myself. Prior to that *ComputerEdge* had a great staff to make sure the paper magazine came out on time every week. The problem was that business dried up for most independent computer stores in San Diego. Gone were the days of explosive growth for the PC. The market slowed making survival impossible for many. With those computer stores went the revenues which supported *ComputerEdge*. We were merely one of the early victims of the coming paperless society. (The irony of computers and the Internet being responsible for the demise of a magazine about computers and the Internet is not lost on me.)

It's expensive to print and distribute any paper publication, but this was the way it had been done for hundreds of years. Now in a few short decades newspapers are struggling everywhere. The same is true for paper book publishers. The Internet has become a cheap source of information. Why buy a book when you can get the information free with a Google search? *ComputerEdge* has provided free resources over the last eight years via the Internet, but we are just one of thousands of available sources. The underlying truth is that the value of information has dropped precipitously. It's the law of supply and demand. There is so much free information available over the Internet, that the market will no longer support the cost of

paper publishing except in very specific niches.

These last seven years have been good for me. While it was never economically rational, *ComputerEdge* gave me a reason to explore the world of technology. Keeping the magazine site going was not a strain on my time. I had written the Web software a few years earlier for generating the printed version of *ComputerEdge*. That same software made it easy to add new issues and editorial from anywhere that I had an Internet connection without too much administration. Written in the Miva language, the software is remarkably robust. I've needed to make very few modifications over the last few years. Since the Web administration was virtually all automatic, most of my time working on *ComputerEdge* was spent on researching and writing articles—which can be time consuming. However, weekly deadlines do become exhausting—if not laborious. It's time to stop the weekly cycle.

## The *ComputerEdge* Name Remains

Without going into all of the elements of this decision, which are many, I can say that the *ComputerEdge* name is not going away—although it will no longer be recognized as a weekly online magazine. The main URL [www.computoredge.com](http://www.computoredge.com) will stay active for the foreseeable future. Right now it is a referral page to [webserver.computoredge.com](http://webserver.computoredge.com) which accesses the servers for the weekly editorial. This page will carry on as the primary *ComputerEdge* domain page. For now it will go on referring to the past magazines for archival purposes, but as the weeks pass I will modify the main page to serve as a portal to various sources and activities. While I can't say exactly how the page will be styled, I can say that it is my future. As the ideas clarify in my brainpan, I will try various approaches.

I also plan to continue writing in the form of blogs. I will explore the various online blogging platforms available as methods for posting my latest thoughts and work. At a minimum, I plan a regular blog on AutoHotkey—my obsession. Why AutoHotkey? (I see some of you rolling your eyes.) AutoHotkey is a scripting language for the average person. It's not about writing the next killer app for a Windows computer, but a relatively simple language for making your Windows computer your personal experience. While it is possible to write very sophisticated apps with lots of power, you could say that AutoHotkey is the programming language for the rest of us. Most people write AutoHotkey scripts for individual reasons and give them away freely. For some it may be a pastime or hobby, but for others it is a set of tools which makes Windows life easier. For a few like me, AutoHotkey will become an irresistible passion.

Per Peter Drucker in [The Effective Executive](#) (my lifelong management primer), "First things first and second things not at all." If someone wants to be successful, they must decide what is most important to pursue and do only that. It turns out that it's not possible to do it all—at least at the same time. Currently for me, that priority is AutoHotkey.

## 2015—A Year of Change



I turn sixty-five this year. (This is hard to admit since I don't think of myself as being that old. Sixty-five used to be really, really old. Now it doesn't seem so bad.) I have seven grandchildren, the oldest of whom turned eight this week. They fascinate me in ways that my own children never did. (Sorry kids.) It's not that my three children don't add a lot to my life—they do. But I can watch their offspring grow with a perspective not available to a parent. I'm not responsible for their day-to-day activities. What can be annoying and frustrating in your kids is endearing in your grandkids. (Maybe I'll start a blog about some of their antics.) The point is that while I have experienced significant change over the last seven years, 2015 has become pivotal.

Even before making the decision to stop the weekly edition of *ComputerEdge*, this year was introducing a number of changes into my life. It has become a crucial turning point which is an obvious demarcation for my wife's and my life timelines. It might be put down as a series of coincidences, random chance, or dumb luck. (No, I didn't win the lottery or experience any other financial windfall.) It is merely a set of circumstances (partly set off by a misunderstanding) which provoked major changes in our life. (I'm not ready to go into detail. Possibly I will offer more in a future blog where I speculate about the randomness and chaos which culminates in organized change.) From the outside, the events might not look particularly significant (only minor changes), but when you're looking at how you may spend the rest of your life, they are crucial. However, these changes (along with another possible misunderstanding) brought me to the decision that it was time to stop publishing a weekly online magazine.

*I know that this non-explanation may seem a little too enigmatic (especially the mention of the two critical misunderstandings), but it is too soon to release the details...even under the Freedom of Information Act. While there are no material changes in our life, there are significant adjustments which will impact our remaining years. I expect that eventually I will come clean, but for now...*

## The New Web Page

I do plan to include links to Wally's and Charles' sites. It's the very least I can do for two people have been incredibly productive, reliable and dedicated over the past years. There is no way I can properly thank them. Without Wally and Charles *ComputerEdge* Online would have been called Jack's Blog. Wally became popular as an Apple aficionado while Charles corralled a group of reviewers to provide well thought out "News and Reviews." There are a number of other people who contributed pro bono over the years that deserve special recognition.

Jim Whiting was a stalwart drawing weekly cartoons until physical ailments prevented him from providing the quality he was accustomed to delivering. Jim and I first met in the early days of *The Byte Buyer* when we did a weekly comic strip together. He is always in the best humor and added a certain spark to the pages of *ComputerEdge*.

Barry Fass-Homes both wrote for Charles' column as well as penning a few feature articles. Marilyn Martin contributed for a number of years both compilations of usual high tech stories and a humor column.

Since the end of the paper version, my daughter Cara has relentlessly contributed editing skills on the same deadlines as myself—only taking a break for the birth of her two daughters.

Marilyn has continued with the administrative work she's done so well for the past few decades. She has become a good friend as well as a reliable asset during these years of seriously scaled down operations.

I'm sad to report that Kevin Farrell, my partner in Colorado, passed away a couple of years ago. He was definitely one of the best partners I ever had. It emphasizes how tenuous life can be and how important it is to take advantage of what you have.

My mother died in 1983 at the age of 60. We were all in shock since she was planning to enjoy at least another 20 years. This was a key event in many of my life decisions. 1983 was the same year that Ed Stoppard and I started *The Byte Buyer*. My decision to move forward with the magazine was inspired in no small part by my mother's early departure. I learned that there is no point in waiting for the right time since you never know how long you have.

## Choose Your Regrets

Many years ago I heard that people's number one regret is that they didn't take more risks in their life. I didn't want to be one of those people. I decided that I would regret the things I did rather than the things I didn't do. Everyone has regrets in some form. They are the result of the actions we take which don't work out. The only people who don't make mistakes are people who do nothing.

Taking risk is not merely the act of doing something dangerous. When people don't understand the repercussions of their decisions, they are not taking a risk. They are just being stupid. The true nature of risk taking is calculating what's involved in an action, knowing the dangers, yet proceeding knowing that the potential reward outweighs the possible downside.

If I were to give any advice it would be to go out and live life. Don't wait for life to come to you. Don't wait for the perfect time because it rarely comes. It's like expecting a miracle. As Peter Drucker said, "Miracles are great, but they are so unpredictable."

I ain't done yet! I have no plans to ever retire. Dead people do that.

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*Jack is the publisher of ComputerEdge Magazine. He's been with the magazine since first issue on May 16, 1983. Back then, it was called The Byte Buyer. His Web site is [www.computoredge.com](http://www.computoredge.com). He can be reached at [ceeditor@computoredge.com](mailto:ceeditor@computoredge.com). Jack is now in*

*the process of updating and compiling his hundreds of articles and columns into e-books. Currently available:*

Recently released is Jack's FREE AutoHotkey book, [AutoHotkey Tricks You Ought to Do with Window](#), available exclusively at ComputerEdge E-Books in the EPUB for e-readers and tablets, MOBI for Kindle, and PDF for printing formats.

ComputerEdge E-books is offering his [AutoHotkey Applications](#), an idea-generating intermediate level e-book about using the AutoHotkey Graphical User Interface (GUI) command to write practical pop-up apps for your Windows computer. (It's not as hard as it sounds.)

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[Sticking with Windows XP—or Not? Why You Should or Why You Should Not Upgrade to Windows 7.](#)

and [That Does Not Compute!](#), brilliantly drawn cartoons by Jim Whiting for really stupid gags by Jack about computers and the people who use them.



**Yet, One More  
Reason to Use  
AutoHotkey  
Free Software!**

## Watch This Spot for More AutoHotkey

**“The Future of AutoHotkey  
Is Dependent on the Future  
of Windows” by Jack**

Dunning

*Jack will be spending more time with AutoHotkey, not less. Watch this column for future updates on blogs and forums.*

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At this point the future of AutoHotkey is pretty much dependent upon the future of Windows and the good people who support it. As a Windows scripting language it works great and as long as nothing major changes in Windows AutoHotkey will continue to help people to personalize their computing experience.

Early reports are that AutoHotkey scripts run fine with Windows 10, although one person did find that longer scripts took a little longer to run than under previous versions of Windows. However, it's important to remember that these are pre-release versions of Windows 10. If AutoHotkey runs slower, then it is likely other software will experience the same problem. This is not likely to slip by Microsoft.

As for support by the people who maintain the inner workings and hidden mechanisms of AutoHotkey, the language is already pretty darn solid. I'm not sure what plans they have for the future, but from my perspective there isn't much missing now—if anything. I expect that AutoHotkey will continue to be a valuable tool for many years to come.

## Watch This Spot

One of the reasons that I'm stopping the weekly issue of *ComputerEdge* is because I want to spend more time on AutoHotkey. There is much more that I want to learn, but it takes time. One of my first actions will be to post the Spanish version or *A Beginner's Guide to AutoHotkey* ([Guía básica de AutoHotkey](#)) on the ComputerEdge E-Books Web site. It's not that I expect to sell a lot of books in Spanish on an English site, but it will help to let people know that there is a translation available. Plus, the book will be available in EPUB and PDF formats.

I plan to start an AutoHotkey blog separate from *ComputerEdge*. I haven't decided which

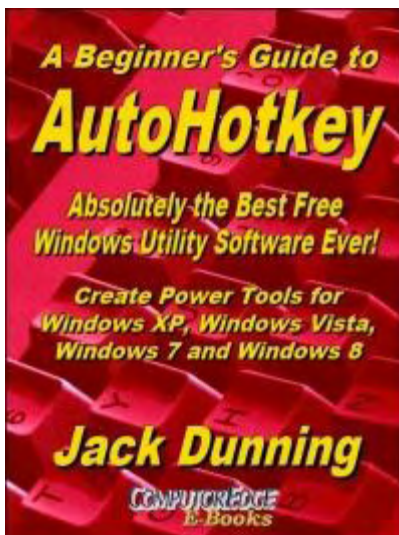
platform I will use, but I want to write articles similar to the [current AutoHotkey columns](#). I will explore areas of AutoHotkey new to me, plus research any questions posed to me by people just starting out. When I decide how I'm going to do it, I will update this column with links to the new blog.

\* \* \*

Check out many of the way AutoHotkey can be used! See these [Free AutoHotkey Scripts and Apps](#).

Free! [AutoHotkey Tricks You Ought To Do With Windows!](#) This e-book includes both those tips and the reference material (Table of Contents and indexes) from the other three AutoHotkey books. Pick up a copy free and share it with your friends.

\* \* \*



The second edition with more chapters and an index to the AutoHotkey commands found in the book is available in e-book format from Amazon (and other formats—EPUB and PDF— at the ComputerEdgeBooks Web site linked below). Jack's [A Beginner's Guide to AutoHotkey. Absolutely the Best Free Windows Utility Software Ever!: Create Power Tools for Windows XP, Windows Vista, Windows 7 and Windows 8](#) (preferred, EPUB format for iPad, Android, and computers; MOBI for Amazon Kindle; and PDF for printing) offers a gentle approach to learning AutoHotkey. (Also available from [Amazon](#) for the Kindle and Kindle software on other devices.)

Building Power Tools for Windows XP, Windows Vista, Windows 7 and Windows 8, AutoHotkey is the most powerful, flexible, *free* Windows utility software available. Anyone can instantly add more of the functions that they want in all of their Windows programs, whether installed on their computer or while working on the Web. AutoHotkey has a universality not found in any other Windows utility—free or paid.

Based upon the series of articles in *ComputerEdge*, Jack takes you through his learning experience as he explores writing simple AutoHotkey scripts for adding repetitive text in any program or on the Web, running programs with special hotkeys or gadgets, manipulating the size and screen location of windows, making any window always-on-top, copying and moving files, and much more. Each chapter builds on the previous chapters.

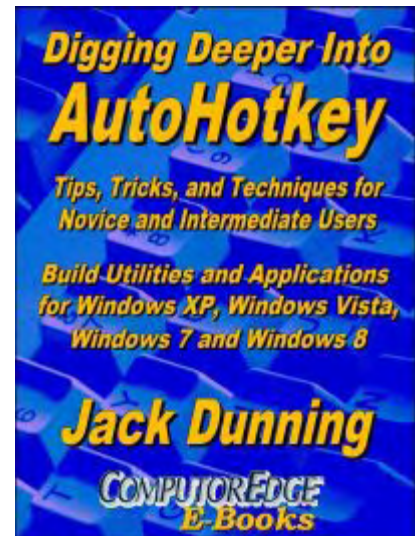
[For an EPUB \(iPad, NOOK, etc.\) version of A Beginner's Guide to AutoHotkey click here!](#)

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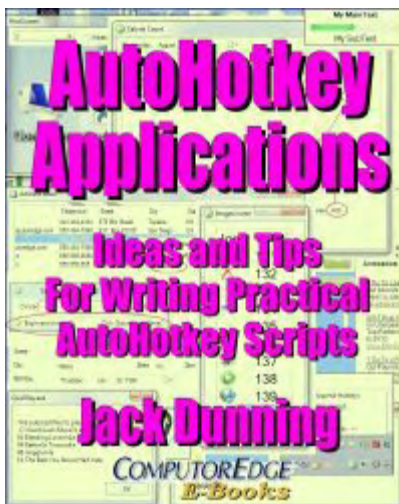
Jack's second AutoHotkey book, [\*Digging Deeper Into AutoHotkey\*](#) (preferred, EPUB format for iPad, Android, and computers; MOBI for Amazon Kindle; and PDF for printing) is comprised of updated, reorganized and indexed columns from *ComputerEdge* is now available. Since the columns were not all written in a linear fashion, the book has been reorganized and broken up into parts by topic. The book is not for the complete beginner since it builds on the information in [\*A Beginner's Guide to AutoHotkey\*](#). However, if a person is reasonably computer literate, they could go directly to this book for ideas and techniques without the first book. (Also available from [Amazon](#) for the Kindle and Kindle software on other devices.)



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Jack's third AutoHotkey book [\*AutoHotkey Applications\*](#) (preferred, EPUB format for iPad, Android, and computers; MOBI for Amazon Kindle; and PDF for printing) is an intermediate level book of ideas and applications based primarily on the AutoHotkey GUI command. The book emphasizes practical applications. The book is not for the complete beginner since it builds on the information in the other two books. However, if a person is reasonably computer literate, they could go directly to this book for ideas and techniques without the other books. There is an extensive index to the ideas and techniques covered in the back of the book. (Also available from [Amazon](#) for the Kindle and Kindle software on other devices.)

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and [That Does Not Compute!](#), brilliantly drawn cartoons by Jim Whiting for really stupid gags by Jack about computers and the people who use them.



# Wally Wang's Apple Farm

“Apple's Lasting Contribution” by Wally Wang

## Wally Wang's Apple Farm

*Apple's Lasting Contribution; Using the Apple Watch; HTML5 Editing with Hype; Good Luck to Windows Users; The Future; AirDisplay.*

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Anti-Apple critics have a dilemma. They already don't like anything made by Apple, yet they'll cheerfully use personal computers with expansion slots (introduced by the Apple II), control graphical user interfaces with a mouse (introduced by the Macintosh), use hyperlinks on Web pages (inspired by HyperCard), use programs created by rapid-application development tools like Visual Basic (also influenced by HyperCard), use smartphones with touchscreen interfaces (introduced by the iPhone), use tablets (modeled after the iPad), use mobile devices powered by energy-efficient ARM processors (supported by an early investment by Apple), use mobile devices with screens protected by Gorilla Glass (commercialized by the iPhone), buy apps through an app store (introduced by Apple's App Store), purchase audio music files (popularized by iTunes), listen to music stored digitally on a portable device (popularized by the iPod), use ultra-thin laptops (popularized by the MacBook Air), use all-in-one computers (introduced by the Macintosh), purchase computers in different colors (popularized by the iMac), and purchase PCs from a Microsoft Store (modeled after Apple Stores). It's a good thing anti-Apple critics are so adamant about avoiding anything influenced by Apple or else they might be mistaken for hypocrites.

Perhaps Apple's greatest innovation yet is the little known [ResearchKit](#) that allows real-time health monitoring and data collection. This solves a massive problem of doing medical research because now anyone with an iPhone can volunteer to contribute data that would normally take years to gather and require recruiting thousands of test subjects. With an iPhone app built on ResearchKit, medical researchers can now collect data in seconds that used to take years.

In less than 24 hours after Apple announced ResearchKit, Stanford University researchers found that 11,000 people had signed up for a cardiovascular study using Apple's ResearchKit.

"To get 10,000 people enrolled in a medical study normally, it would take a year and 50 medical centers around the country," [said Alan Yeung](#), medical director of Stanford

## Cardiovascular Health.

That means if Apple's ResearchKit helps improve health care, how will anti-Apple critics react, knowing that the quality of their life has been preserved and extended thanks to something that Apple created?

Such critics can dismiss the medical research that can save their lives to prove that nothing Apple creates is worthwhile. Or they can let Apple-influenced medical research save their lives and the lives of their loved ones.

While ResearchKit isn't perfect, it promises to revolutionize medical research. In the past, medical studies relied on flyers posted around bulletin boards or letters mailed to potential test subjects, which often gathered a low percentage of people. ResearchKit has essentially kicked medical research out of the dark ages and into the 21st century.

Because ResearchKit is open source, you can expect it to run on Android, Linux, and Windows, which will simply increase the ability of ResearchKit to collect even more valuable data from a wider selection of test subjects. If Apple never does anything else, ResearchKit should cement the company's reputation as a true innovator that will literally change the world.

When you combine real-time health monitoring capabilities of ResearchKit with wearable computers like the Apple Watch, you have new capabilities that computers could never offer before. If you still think the Apple Watch is useless, try strapping a netbook to your wrist to monitor your heart rate or blood pressure.

The Apple Watch with ResearchKit is a revolutionary change on the same level as the idea of sanitation in hospitals (to eliminate germs) and the introduction of antibiotics to treat diseases. The next time medical research saves your life, check to see where the data came from, and don't be surprised if it eventually came from Apple technology.

## Using the Apple Watch

You can pre-order the Apple Watch on April 10, but you won't actually get to buy one until it starts shipping on April 24. What makes the Apple Watch unique is its user interface. While other smartwatch manufacturers simply shrunk a smartphone screen down to fit on a smart watch, Apple created two new user interface methods that rivals are likely to copy (while claiming they aren't).

The first unique Apple Watch user interface is Force Touch. The idea behind Force Touch is that you can give different types of commands based on how hard you tap or press on the touchscreen.



Figure 1. Force Touch expands the versatility of a touchscreen.

The second unique Apple Watch user interface is the Digital Crown. Since the smaller touchscreen of a smartwatch makes it impractical to using pinching gestures, the Digital Crown replaces that gesture by letting you zoom in and out without obstructing the information on the screen.





Figure 2. The Digital Crown makes zooming in and out easier.

The combination of Force Touch and the Digital Crown gives the Apple Watch a unique user interface that makes interaction with the Apple Watch far easier than just using an ordinary touch screen, which is the solution rival smart watch manufacturers settled on. The goal of any product isn't to mimic existing user interfaces or else we'd all be driving cars by guiding them like holding the reins on a horse. The real goal of any product is to make it easy for the customer to use whether that means recycling an existing user interface or creating something completely different.

Think of how Apple's click wheel interface made using the iPod easy. Yet rather than force that click wheel interface on the iPhone, Apple just created a touch screen user interface specifically for the iPhone. Just because a user interface works for one product doesn't mean it will automatically work for other types of products. Look at how Microsoft tried adapting the desktop interface of Windows to the smaller smartphone screen for Windows Mobile. Then look at how Microsoft tried adapting the smartphone interface of Windows Phone to desktop PCs with Windows 8. Now Microsoft is trying to create Universal Apps that run on any device that uses Windows 10. Let's see how the user interface of Universal Apps will appear on tiny smartphone screens and larger desktop PC screens without compromises, just like the Surface tablet combines the features of a laptop and a tablet without compromises (except for being heavier than most tablets and not as convenient to use on your lap like a laptop).

To read the many uses of the Apple Watch, follow the blog of [Christy Turlington Burns](#) as she trains for the New York Marathon using the Apple Watch. By seeing what's possible on the Apple Watch, you can see how it might be useful in your own life.

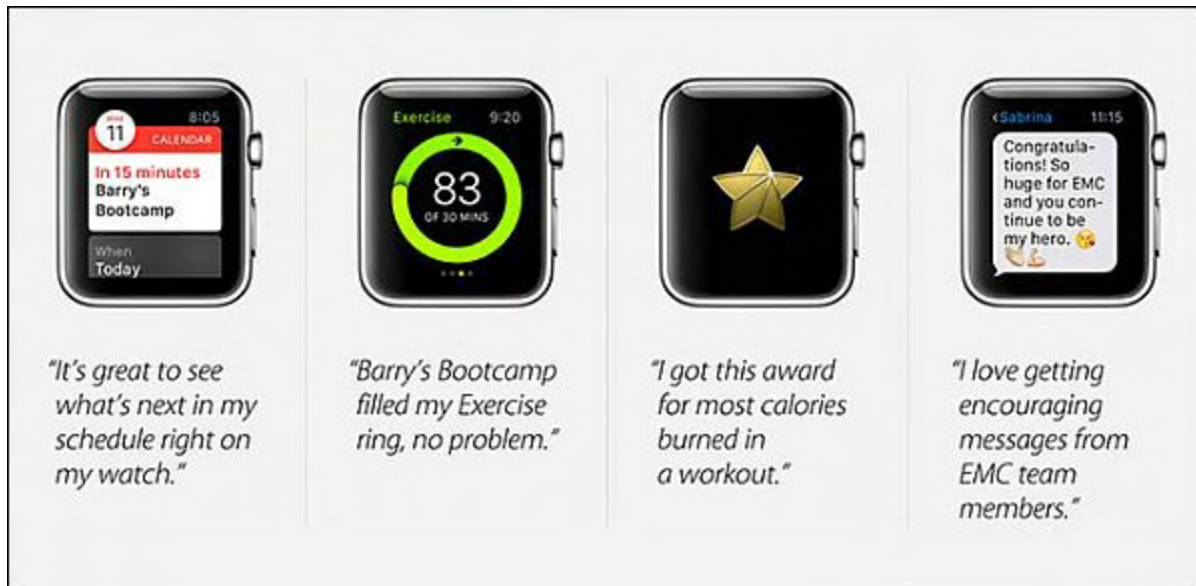


Figure 3. See how Christy Turlington Burns uses an Apple Watch.

The Apple Watch is going to redefine the wearable computer market and give everyone new capabilities that they never had before with smartphones, tablets, or laptops. Perhaps the most remarkable feature of the Apple Watch is the [lack of the Safari browser](#) because viewing Web pages on a tiny smart watch screen isn't practical.

However, you can see the future of the Internet with Siri and the Apple Watch because now you can ask Siri for information and let Siri search the Internet for you. That means today's browsing experience will one day look as antiquated as looking up businesses in the Yellow Pages. (When you don't have to see Web pages to get information, guess what happens to Google's main source of revenue through advertisements on Web sites?)

The Apple Watch is the next major revolution in computers. The fun is just beginning, so it's time for people who see the future to find creative ways to use the Apple Watch while people lacking imagination can stay away and avoid benefits that everyone else enjoys.

## HTML5 Editing with Hype

One of the early arguments against the iPhone and iPad was that it couldn't run Flash. Of course when Adobe announced that they were [abandoning their efforts](#) to get Flash to run on mobile devices, that silenced this argument once and for all.

Instead of trying to torture Flash to work on mobile devices, Adobe decided to focus on the HTML5 standard. Creating HTML5 code is no different than typing ordinary HTML code, but typing code to create graphical animation is like trying to paint by describing the mathematical motion of a paintbrush.

Rather than wrestle with writing HTML5 code manually, it's far easier to use a special

HTML5 editor such as [Hype](#). Hype lets you use HTML5 for creating interactive graphics. That means you can use Hype for creating Web pages, iBook Author widgets, cartoons, ads, or even games (<http://tumult.com/hype/gallery/>). Anything people used to do with Flash you can do with HTML5 and Hype. Unlike Flash, HTML5 can run on mobile devices.

Hype works by letting you place graphic items in various screens known as scenes, which works similarly to slides in a PowerPoint presentation. On each scene, you can place graphic items and position them. Then you tell Hype to record your actions as you move that graphic image around as Hype records the path that you move that item.

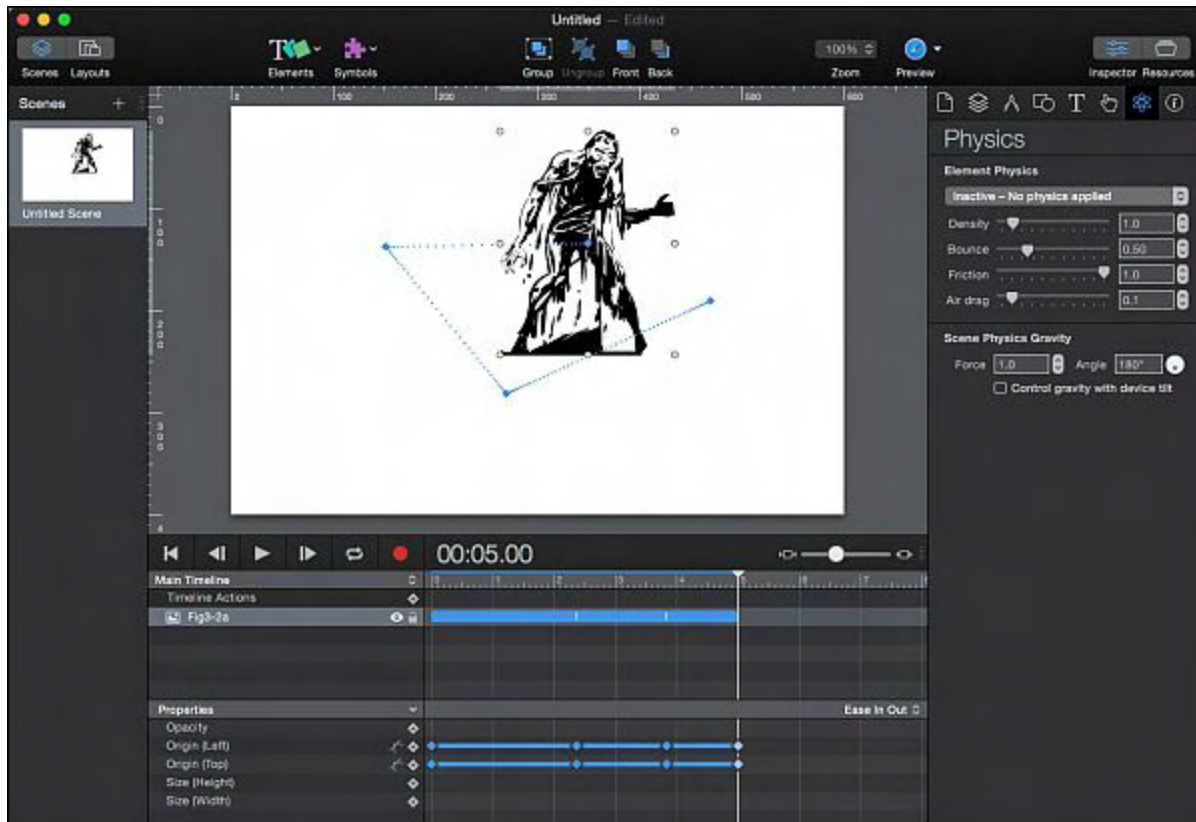


Figure 4. Hype tracks the motion of an object that you move on a scene.

That by itself makes it easy to create animated HTML5 files. However what makes Hype especially interesting is that the professional version of Hype offers a [physics engine](#). This lets you define elements such as friction, air drag, and bounce. Then you just have to define part of the motion for an item and Hype's physics engine takes care of showing items bouncing off other items automatically. By letting the physics engine take care of animation, you don't have to define every possible movement of your items. Physics lets you create amazing animation with little work.

Another unique feature of Hype Pro is its ability to create [responsive layouts](#). If you're designing Web pages, the biggest headache is not knowing the screen size of each person's browser. One person might be using a browser on a regular PC while another person might be using a browser on a smaller smartphone screen.

In the old days, many Web pages looked fine on desktop browsers but tiny and hard to read on mobile browsers. Hype eliminates that problem by letting you create responsive layouts. This means your images automatically adjust to different screen sizes so your HTML5 files [look perfect](#) no matter what type of computer someone uses to view them.

If you create fancy graphic animations, you may want to reuse them. That's why Hype Pro also offers a feature called [symbols](#), which lets you duplicate the appearance and behavior of a graphic item such as a button. Now you can reuse animation and behavior quickly and easily in other parts of your HTML5 document.

If you're still not sure what Hype can do for you, visit their [gallery](#) of HTML5 files created with Hype. By seeing what other people have done with Hype, you can see how you can use Hype to create interactive Web pages, ads, or cartoons for your own needs.

Once you create an HTML5 file in Hype, you can export it as an iBook Author widget. That way you can create interactive graphics that can appear in iBooks. You can also export your HTML5 files as a video or as an animated GIF file for maximum compatibility. Whatever you create in Hype can be used in desktop publishing programs, Web page editors, or content management systems like WordPress.

By itself, Hype is interesting, but when combined with other types of programs, Hype can be an invaluable tool that makes it easy to create and layout animated graphics and add them into other programs. Just take existing graphics (either designed by you or another person) and use Hype to tell those graphics how to move around. Within minutes you can create your own animation.

If you're involved in Web page design, desktop publishing, e-book publishing, or animation, you'll find Hype a powerful but easy to use tool that anyone can learn. Even if you don't have a need for Hype, tell someone you know who might find Hype interesting. Chances are good Hype can make their life easier as well.

## Good Luck to Windows Users

With Windows 10 coming this fall, Microsoft has promised free updates for the life of your computer. For consumers, they have to hope that hardware requirements won't drastically change too soon. After all, a free update to Windows 10 means nothing if it won't run well on your computer as it gets older over time.

The problem gets murkier with businesses using Windows 10. As [Yahoo reported](#), "Many big companies don't pay for Windows only when they buy new PCs, which is how most of us do it. Instead, they pay for Windows about every three years as part of a master deal they negotiate with Microsoft for all the Microsoft software they buy. A lot of them buy an additional warranty deal which gives them extra goodies, especially the right to upgrade to the



newest Windows operating system. These deals are complex. There's even a whole industry of consultants out there who help companies negotiate them, so companies don't wind up paying for things they don't need."

Any time you have complexity, you have inefficiency and the likelihood of getting cheated. While consumers get Windows 10 for free, corporations don't. If they need to pay for additional consultants, that's extra money being spent to deal with unnecessary complexity. With Microsoft largely abandoning Windows revenue from consumers, guess who will wind up making up the bulk of Microsoft's Windows revenue in the future? Anyone want to guess whether [Microsoft's corporate contracts](#) will get easier to understand or harder? Anyone ever question why such complex corporate contracts exist in the first place?

If you're a corporation happy paying money to use Windows and other Microsoft software, then keep paying. If you'd rather not pay money for software you may not need, then it's time to start looking at alternatives like Linux or OS X. If you think a Macintosh costs too much, just wait until you add up all the cash you spent through complicated business contracts designed to separate corporations from their money just to use Windows.

## The Future

With ComputerEdge shutting down, many people have asked if I'll continue writing somewhere else. For those who want to follow the impact of the latest innovations from Apple and other technology companies, you can read my commentary at [www.topbananas.com](http://www.topbananas.com). If you want to follow my thoughts on the e-book market, visit [www.electronicauthor.com](http://www.electronicauthor.com). If you're interested in what I'm doing with iOS programming, visit [www.gamesforgeeks.com](http://www.gamesforgeeks.com). Finally, if you're just interested in my story-telling and screenwriting ideas, visit [www.15minutemoviemethod.com](http://www.15minutemoviemethod.com), if you like cats, visit [www.catdailynews.com](http://www.catdailynews.com), and if you want to read my humorous writings, visit [www.wallacewang.com](http://www.wallacewang.com).

For the future, my focus will lie with iOS programming using Swift, LiveCode, and maybe even Xojo. If you focus on iOS programming, you can already tap into the exciting world of smartphone and tablet apps. Soon you'll also be able to use iOS programming to tap into the Apple Watch market. Then you'll be able to use iOS programming to tap into the Apple TV market. Finally, you'll be able to use iOS programming for the CarPlay, in-dash automotive entertainment market.

With iOS programming covering the fast growing mobile, wearable, home TV, health monitoring, home monitoring, and car entertainment markets, there's a tremendous future ahead for everyone willing to learn iOS programming. The iOS programming market's going to be bright, fun, exciting, and extremely lucrative.

On the other hand, if you refuse to follow iOS, your opportunities will be far much less. You might as well be like CP/M-80 enthusiasts who wondered what happened when the computing



world changed right before their eyes and they didn't realize they were left behind until it was too late.

\* \* \*

No matter how big your monitor may be, it can never be big enough. One solution is to connect a second (or even a third) monitor to your computer. However if this is too expensive or impractical, you can also turn your iPad into a second monitor using an app called AirDisplay (<https://avatron.com/applications/air-display/>)

AirDisplay works through WiFi connection to extend your Macintosh's screen. This can be handy for both desktop and laptop Macs. For an even faster connection, you can also connect AirDisplay through your iPad's USB cable. While this prevents you from walking around with your iPad, it does eliminate any possibility of lag between your iPad screen and your Macintosh screen.



Figure 5. AirDisplay extends the screen space of your Macintosh.

A third solution is to use Mission Control. This lets you create several virtual desktops where each desktop can display different programs. Just click the Apple menu and choose System Preferences to open the System Preferences window.

Click the Mission Control icon and define a hotkey for starting Mission Control such as the F9 function key. Now if you want to display virtual desktops, tap your hotkey or just click on the

Mission Control icon on the Dock or in the Applications folder. This will let you switch to another virtual desktop so one virtual desktop can display one program and a second virtual desktop can display a second program.

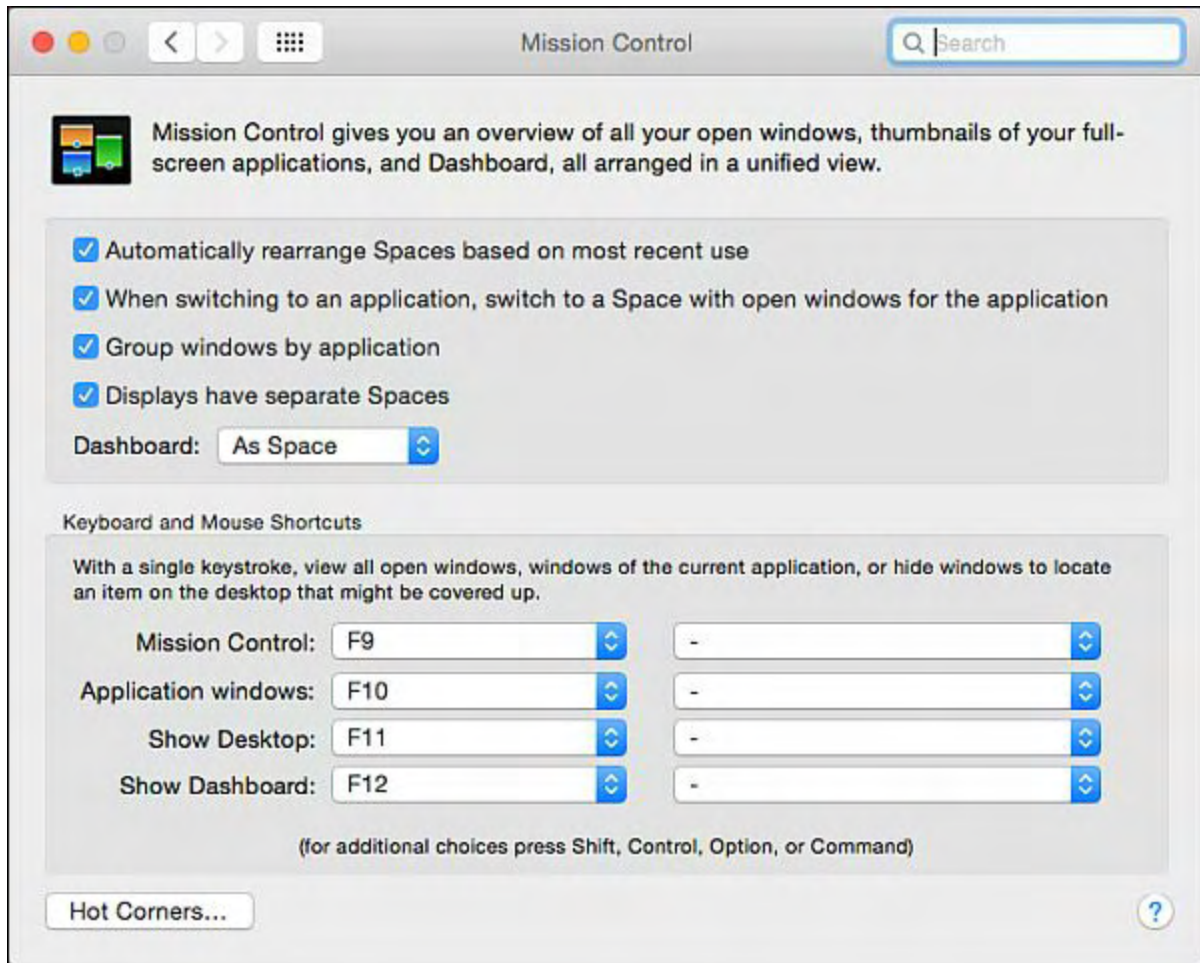


Figure 6. You can define a hotkey for starting Mission Control.

By switching back and forth between virtual desktops, you get the benefit of seeing each program on a full screen with the convenience of switching between the two with just a mouse click.

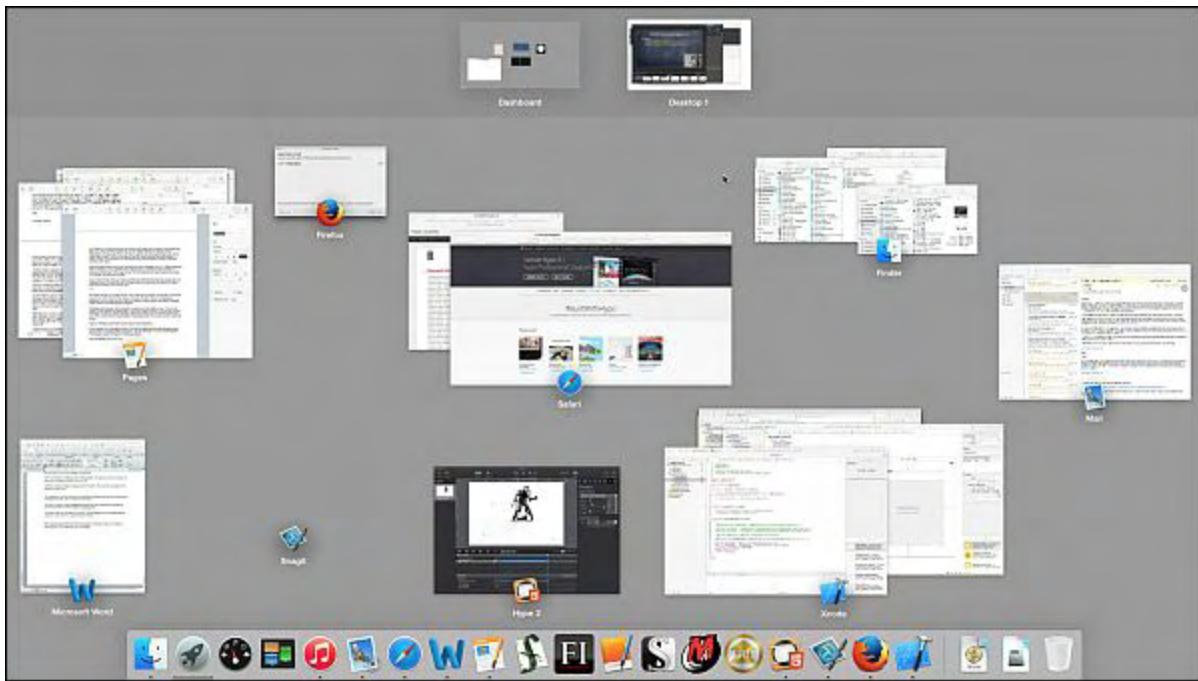


Figure 7. Mission Control lets you switch between virtual desktops.

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*In the early days, before Wally became an Internationally renowned comedian, computer book writer, and generally cool guy, Wally Wang used to hang around The Byte Buyer dangling participles with Jack Dunning and go to the gym to pump iron with Dan Gookin.*

*Wally is responsible for the following books:*

[\*Microsoft Office 2013 For Dummies\*](#)

[\*Beginning Programming for Dummies\*](#)

[\*Beginning Programming All-in-One Reference for Dummies\*](#)

[\*Breaking Into Acting for Dummies with Larry Garrison\*](#)

[\*Strategic Entrepreneurism with Jon and Gerald Fisher\*](#)

[\*How to Live with a Cat \(When You Really Don't Want To\)\*](#)

[\*The Secrets of the Wall Street Stock Traders\*](#)

[\*Mac Programming For Absolute Beginners\*](#)

[\*Republican Fairy Tales \(Children's Stories the 1% Tell About the Rest of Us\)\*](#)

[\*The Zen of Effortless Selling with Moe Abdou\*](#)

[The 15-Minute Movie Method](#)

[Math for the Zombie Apocalypse](#)

[How to Write a Great Script with Final Draft 9](#)

[Making a Scene: The Science of Scene Structure.](#)

In his spare time, Wally likes blogging about movies and writing screenplays at his site "[The 15 Minute Movie Method](#)," finding interesting news stories about cats at his site "[Cat Daily News](#)," giving advice to authors who want to self-publish e-books at his site "[The Electronic Author](#)," and providing the type of advice he wishes someone would have told him when he was much younger at his [personal Web site](#). Wally can be reached at [wally@computoredge.com](mailto:wally@computoredge.com) or you can follow him on Twitter [@wallacewang\\_com](#).



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# Worldwide News & Product Reviews

**“The latest in tech news and hot product reviews.”** by Charles Carr, News and Reviews Editor

*Microsoft Surface Tablet Pro; Sling TV; LG G Watch R (W110); The Microsoft Store; The Microsoft Band.*

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## Microsoft Surface Tablet Pro

Product category: Tablet/laptop

Model: Surface Pro 3

Web site: [www.microsoftstore.com](http://www.microsoftstore.com)

Price: about \$1,000 with keyboard, can be less with lower processor and memory options

I'm a university student studying applied physics. I take *a lot* of notes. I hated the mountains of notes I had because of the waste as well as the difficulty of searching through them for that one equation I need. I've been wanting to make the switch to a tablet for a while but didn't want to operate for school with two separate digital devices; my laptop and a tablet. When I heard about the Surface Pro 3 (SP3), I had a feeling that this device would be the perfect solution.





The SP3 is just that. It naturally and effectively hits all the checkpoints required to mark it both a tablet and a computer. I think the best way to exhibit this duality would be to share with you all a quick synopsis of my day with an SP3.

Wake up and get ready for school. Check e-mails on the SP3. At this point it's operating as a laptop. Not a big deal. Time to head to school. I put all 2.5 lbs of it in my bag and I can hardly feel its weight. Before the SP3, my bag would easily be over 15 lbs with a laptop and everything it needed.



I get to school and start my first class, modern physics. Take out the SP3, remove the keyboard from the tablet (which looks an awful lot like I ripped my "laptop" in half), rotate it 90 degrees, and push the cap button on the end of the Surface Pen to open up my note-taking program. I then sit back and enjoy the head turning the SP3 receives from literally everyone in class (professor included). Other students come up to me all the time and ask me what that device is I'm writing on. Did you just rip that in half? How can it be a computer and a tablet? Are you taking all your notes for class on that?

I'm happy to say that after answering these questions and discussing the SP3 a little more with them, I convinced them of its awesomeness. In fact, multiple class mates even went and bought their own SP3s after seeing mine!

Taking notes on the SP3 is as easy as writing on paper. The text is easily manipulate-ible meaning I can delete whole sections with a quick pen-stroke or move entire selections of what I wrote to anywhere on the page.

The best part about taking notes digitally with the SP3 is the sense of safety and security I feel. If set up correctly, everything you write in your note taking program is automatically backed up to the cloud. No longer do I have to dread the thought of losing my notebook and all those class notes. If I do lose my SP3, there will be a brief period of crying over the lost

device. After that, I will be happy knowing that my months of notes are safe online and I haven't been set back in school.

Continuing through the day, I head into my electronics lab. Our lab instructor posts a .pdf of the lab on our class page online. I download that file (including it in my synced cloud storage), pull it up on the SP3, and read through it. As I'm reading and doing the lab, I use the Surface Pen to notate the .pdf which is then synced up to the cloud. Again, I feel better that the notes I take for a three-week lab aren't solely located on physical packet of paper—I can access them anywhere!

Perhaps my funniest experience with the SP3 has been in my jazz ensemble class, in which I play tenor sax. For a long time, I've wanted to digitize my music notebook. I could take music wherever I go and for outside gigs, I wouldn't have to worry about the wind turning my pages mid-song. I was finally able to do that with the SP3. I take it to class, pull up .pdfs of our songs, mark them up with the Surface Pen, and play right through Santa Ana winds without a worry.

Here's the funny part; systematically, each member of the band has begun to view their music digitally—trying to copy the SP3! They're using iPads, Android tablets, or even entire laptops. None of those match the SP3. I can view entire pages of music clearly since its screen is about the size of a piece of paper. It also fits perfectly on the music stand; a laptop does not.

At this point in the day, my SP3 is at about 35% battery life. After using it for all my classes, e-mailing all day, and reading music off it; I'm impressed. I've never had it die on me. The charger is small enough that I pack it in my school bag just in case.

When I head home for the day and if I'm fortunate enough to not have loads of homework, I'll use the SP3 to watch Netflix or play games. And I mean real games. I'm about halfway through Thief (2014) and it runs fine on the SP3. Granted, this is with graphics way down and an external mouse (the keyboard is a little too small to use the mouse pad for gaming).

That about sums up the almost-perfect day with a SP3. There are only a couple things that have stuck out to me in my time with it. When connecting the keyboard after it has been off for sometime, it's as if not all the metal contacts seated properly. To illustrate, sometimes after reconnection the mouse pad doesn't work. Or the keys don't respond. The easy fix is to reattach it once again - not a huge problem.

The device is also expensive; not overpriced, mind you. For all its accessories, which are necessary to enjoy the device fully, you're looking at about \$1000 (depending on which model you get). To protect this investment, you'll want to get a nice case for it.

Pros:

Looks *great!*

Extremely portable

Feels like a solid, quality product

Keyboard is more that sufficient in size and capability for school/office work  
Battery life (so far) last the entire day

Cons:

Weird connection glitch

Price - big investment



Review contributed by Alex Caratti

## Sling TV

Name: Sling TV

Manufacturer: Sling Media Inc.

Web site: [www.sling.com](http://www.sling.com)

Price: \$20/month, no contract

I don't usually report on products I haven't tried but I learned about this service at CES 2015 in January and I think it is worth letting our readers know about it. The only reason I haven't tried it myself is that I have been a Dish Network subscriber for almost nineteen years so I don't need it. However, I have a friend who loves college football and does not have satellite or cable. This would be a great alternative as Sling TV offers ESPN and ESPN2 along with a number of other channels. If you recall, all but a few of the college bowl games last year were on ESPN. Now more about the service. Sling TV is a package of 17 TV channels including ESPN, ESPN2, TNT, TBS, Food Network, HGTV, Travel, El Rey, MAKER, Adult Swim, Cartoon Network, Disney, ABC Family, CNN, IFC, Galavisión and AMC.



The package runs \$20 per month with no contract. You can watch it anytime, anywhere on your TV, tablet, smartphone, or computer. You need a high speed Internet connection and to watch it on your TV you need an HDMI device as well. They are currently offering four special deals. If you prepay for three months you can get a free Amazon Fire TV Stick or Roku Streaming Stick. These plug into the HDMI jack on your TV. If you prepay for the same three months you can get \$50 off Amazon Fire TV and 50% off Roku3. They also have some add-on packages for an additional \$5/month each. They include Sports Extra, Hollywood Extra, Kids Extra, and News & Info Extra.

For more information on these packages visit [www.sling.com](http://www.sling.com). If you find satellite or cable a bit too pricey, this may be the answer for you.



Review contributed by Joe Nuvolini

## **LG G Watch R (W110)**

Product category: Smartwatch

Manufacturer: LG

Model: G Watch R W110 (4 GB)

Web site: [lg.com](http://lg.com)

Price: \$295.99

The LG G Watch R from LG is another smartwatch for Android Wear, and unlike the LG G Watch, this watch has a circular screen.



The first time wearing the G Watch R was great! The leather wristband felt like a real wristwatch, even if the weight itself is a bit heavier than a standard watch. The circular design and the different screen style gives this watch a classic look and your friends won't even realize you're wearing a smartwatch—until you show them what this baby can do. We already reviewed the LG G Watch, which has a square shaped screen and doesn't really look like a real wristwatch at all. This time LG did a good job of making a smartwatch that looks classy and not too much like "Star Trek: Enterprise" Communicator. You can use the Watch R with almost any Android smartphone which is running at least Android 4.3 or higher.

The battery life has been significantly improved and there are a lot of sensors, like a barometer, heart rate monitor, and 9-Axis (gyro, accelerometer and compass) which are already built in to the watch. The different sensors are used by different apps, which you can download in the Android app store. For those of you who not only want to view received messages, but rather read and answer those messages, the Google Hangout app is perfect. You can read your message (with your eyes) and answer (with your voice). The spoken answer shows up on the watch and you have a few seconds to confirm and send the message, or to rerecord. Pretty cool! You can use Google Maps to navigate you to your destination. It's pretty simple, the GPS on your phone will be used and the watch is telling you the way. How easy is that?



Also, Google enabled Play Music and allows you to store your own music—up to 4 GB—on your smartwatch. But what then? As soon as you have your music on your watch, you can connect Bluetooth headphones to it and listen to the music on your watch! (Okay, now this is starting sound even more high tech than Star Trek!)

To our surprise, this watch can last two days on a full battery, but that requires that one uses the watch minimally, with brightness settings turned low and an infrequent use of the apps. This was not a problem, but it means sacrificing the usage of the app in order to increase its performance. But at some point, the battery will die, and then you have to charge the watch. In this case, you won't be able to charge it with your mini-USB charger you use for your phone, but you'll actually need to use the proprietary docking station that comes with the device. This also means to have the option to charge your watch in a place other than home.

We're sure you've heard about fitness wristbands already, but those devices are limited to just fitness and tracking your steps, heart rate, etc. What's great about this Watch is how Google incorporates these same fitness elements into a watch that has all of the previously detailed features. You can set the app up on your Android phone and while the watch is connected via Bluetooth, information about walking distances and your location will be transferred to the fit app. The watch will tell you how long you walked and how much of walking is left to reach your daily goal, which you set ahead of time. This app will also tell you when you've been sedentary for too long and make a suggestion that you should get up and move around a bit.

The P-OLED display is 1.3 inch and is a crisp and clear display with its 320x320 resolution. Let us tell you, we never set the brightness of the display higher than the lowest setting. It was enough, even if we were outside, so to use it at its highest capacity was never needed. Similar to the LG G Watch we reviewed a few weeks back, this watch also has the great feature of adjusting its brightness relative to its position with your face. As soon as you turn your wrist and the display is pointing to your face, the watch will brighten-up and display important information. This feature is still part of the LG G Watch, which makes sense and gives you the chance to get all of your important information with the flick *\*average-speed-rotation\** of the wrist.



To make sure you can wear the watch every day even if it is raining or sandy outside the watch is dust and water resistant with the IP67 (Ingress Protection Marking). Six (6) means it will protect you with no ingress of dust and complete protection against contact (dust tight). Seven (7) means that the immersion of water is resistant up to 1 m. With all of these little features, LG makes a good watch and it is getting more and more interesting. Be aware of the future of smartwatches!

With the LG G Watch, we told you, you would get a lot of attention because of its square shape. With the LG G Watch R it is similar, but round (hence the LG G Watch R)! The first time seeing your wrist people will do a double-take before they even realize it's a smart watch!

Review contributed by Tobias Waldenmeier

## The Microsoft Store

This is kind of an unusual "product" to review, but here goes:

New technology is something that excites almost every person I know, and the buying process can be an extremely fulfilling or drastically upsetting experience. When it comes down to buying Microsoft products, the Microsoft Store should be your next stop when looking for your next device.

The store focuses on being as consumer focused and friendly as possible, and you definitely

feel that way when walking through the door. What makes the Microsoft Store unique to most of its competitors, is the ability to get a full experience with every device that they have in store.

All of the devices (computers, tablets, etc.) are all available for you to experience first hand on display. What's neat about the set up, is that none of the devices are locked down to the tables. This means that you can take a phone and put it in your pocket to find out if carrying it around would work for you, or you could slip a laptop into your bag to see if it's too heavy for your daily haul. It's a really neat spin on a buying experience that usually is littered with unique questions regarding your daily lifestyle, but it definitely is there to help alleviate the issues.

One other neat part about the Microsoft store is the Answers Desk, which is featured in every Microsoft Store. It essentially is a place where you can bring any Windows or Microsoft related device or question to get answers. They can help performance issues, installation woes, or even cleaning up bloat ware of a new PC you just bought. It doesn't matter where the devices were purchased from, as long as it runs Microsoft products you can bring it in for some answers! (Answers... answer desk... get it??)

So if you're in the market for any new Microsoft products, I definitely cannot recommend the Microsoft Store enough for your next stop!

Contributed by Jeremy Halligan

## **The Microsoft Band**

Product category: Smartwatch

Model: Band

Web site: [www.microsoft.com](http://www.microsoft.com)

Price: about \$200

The fitness world has drastically evolved over the past few years. We went from having to carry a clock around with us to take our heartbeat measurement to having devices that can tell us our rate at any second of the day just by glancing at it. Recently, I was able to get my hands on the Microsoft Band, which is Microsoft's entrance into that world. It's a fitness tracking band that comes loaded with social connectivity so that you can stay connected at a glance. Featuring a 1.4" color touchscreen, the band is definitely something that is sleek and sexy to look at. It's compatible with both iOS, Windows Phone, and Android; and all of them feature the Microsoft Health App to let you set up your band and track your data.



Connecting to your band is as simple as 1, 2, 3. You turn it on, pair it with the app on your phone via Bluetooth, and after some initial updates you're set to go! The app is essentially the control center, this is where you are going to turn to view all of the data collects for you, set up any workouts or adjust the bands settings. The band features "tiles" which are essentially apps for individual features. There are tiles for running, sleeping, and workouts; all of which allow you to use the band for the specified use. One quirky thing that kind of becomes a nuisance is that altering the bands functionality or tiles requires the use of the phone. If you want to add or change what tiles are displayed on the band, you need your phone at your disposal in order to accomplish this. The band functions entirely on its own, however, so as long as you just need to start and stop the devices tracking features you won't need to carry your phone with you.

In terms of what data the band actually collects, there is literally no spots where this device falls short. It features the repertoire of all competitor bands with the standard sleep, calorie, and step tracking; and then on top of that it adds some more exclusives to the mix. In terms of sensors and data, the Microsoft Band features tracking for running and biking and will track you via GPS to show you your ride path and all the things associated with it. If you're a gym rat, the band also can be set up to display guided workouts that will tell you the exercises and reps associated with it as you work through the plans. As you work out and go about your day, the band is able to constantly track your heart rate and give you the total amount of calories you've burned throughout. With the additional social features, your band will notify you of texts, calls, e-mails and any other notifications that you might want to keep track of right on your wrist. This is a pretty nifty feature, as it allows you to be able to see who's trying to get in touch without actually going to your phone. All of these features are totally

customizable in terms of what you want to see and use on the band so you're able to set it up specific to your needs.



Unfortunately, with all the promise and great things that seem to be coming from the band, there is one issue that holds this device back from reaching it's true potential; accuracy. Being a fitness tracker, the one way to track calorie burn is through monitoring ones heart rate. Now I consider myself to be in fairly good shape for a guy my age, but every time I checked my heart rate with this band it was off by a good 20 to 60 bpm. Just from sitting my heart rate would read 120bpm; if my body burned the calories associated with an average daily heart rate of 120 just by sitting around, I would definitely not be complaining... unfortunately the band was just playing cruel tricks on me, and I still had to go for a jog to burn off the donut I had just eaten.

The biggest downside to the Microsoft Band is how it fits and feels when you wear it. This thing is not very comfortable to wear at all, and it leaves you thinking about adjusting it more than actually using it. I'm unsure as to why Microsoft chose a rigid design for the wrist band, but it definitely wasn't the most comfortable option. The issue that it presents is that there is no flex or give in the band itself, so when you're working out the band tends to get in the way if you ever need to flex or wiggle your wrist. With minor adjustment, the band will stay in a location that doesn't impede workouts, but it proves to be a constant hassle regardless of the activity that you are doing.

All in all, the Microsoft Band is fairly successful at what it tries to accomplish. As far as the tracking of workouts, runs, and bike rides go, the band is actually pretty awesome. Being able



to see where you went and how fast you were going, so that you can challenge yourself to improve is pretty nifty.

The deal breaker for me though is the comfort factor. The rigid form factor seems kind of silly when you're going for a band that's intended to be worn for active activities, and it's inability to flex and move with your forearm and wrist movements makes it something you'll be worrying about more than you should. Even if the band's comfort factor is something I could have dealt with, the inaccuracy of the heart rate sensor was the nail in the coffin. For something that needs to be worn 24/7 and needs constant heart rate measurement to track what it's intended to track, falling short in both of these categories definitely makes the Microsoft Band a no-go for fitness enthusiasts.

While it is definitely packed full of features that are sure to make you drool a little bit, it's definitely worth it to hold off on this one for a while to see if the comfort and accuracy factors are upgraded in a possible new iteration. If you are interested in picking up a Microsoft Band, they're available from the Microsoft Webpage and various retailers for \$200.



Review contributed by Jeremy Halligan

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*Multiple award-winning author Charles Carr has written more than two thousand newspaper articles, magazine stories, and columns for many publications including the San Diego Union Tribune, The Californian, The North County Times, Parent Magazine, ComputerScene, and ComputerEdge Magazine where he has been an editor for more than two decades. He is also a television producer/director with shows both currently airing and in production on Cox Cable and elsewhere.*

In the 1990s, Charles wrote 3DHouse, a complete inside-and-out virtual reality tour of his family's log home in Southern California. One of the first virtual reality programs ever created, 3DHouse enjoyed tens of thousands of shareware downloads on all major portals. He also sold the rights to Radio Shack and Egghead Software. 3DHouse has since been featured in many books and articles about VR.

Carr has also been commissioned to write and/or directed many of his own stage plays. Several years ago, Carr and others looking for ways to help organizations struggling in difficult economic times, founded Art Animates Life ([www.artanimateslife.org](http://www.artanimateslife.org)).

To date, Art Animates Life, a CA incorporated, federal non-profit, has raised tens-of-thousands of dollars for San Diego area disaster relief, an arts non-profit and municipal gallery, a community outreach center, and several struggling community theaters.

Several years ago Carr was commissioned to adapt and direct the beloved Dickens classic, A Christmas Carol. The play, titled "Mr. Scrooge & Mr. Dickens," has sold out So Cal theaters

for the past several years. Six shows will take place Dec. 2013 to benefit the San Marcos Historical Society.

Another original play, "All the Time in the World," has been performed many times and garnered broad acclaim from audiences and critics alike. Carr is working on a brand new adaptation of the classic Hitchcock thriller, "The Lady Vanished," to be performed spring 2014.

Carr has won many writing accolades, including San Diego Press Club awards for Best Column Writing, Best Consumer Writing, and Best Arts and Entertainment. He has repeatedly taken top honors in San Diego Songwriter's Guild competitions for his original musical compositions.

Carr is also a noted producer, director, and videographer. Several of his documentaries can currently be seen on So Cal's Cox Cable. Since its inception he has produced the Fallbrook International Film Festival's red carpet event and panel discussions.

Charles receives dozens of requests each year to appear on Southern California television and radio stations to talk about important tech events. He also speaks from time-to-time to high schools and organizations about his eclectic life in the arts.

Learn more at [www.charlescarr.com](http://www.charlescarr.com).



## Editor's Letters: Tips and Thoughts from Readers

**“Computer and Internet tips, plus comments on the articles and columns.”** by ComputerEdge Staff

*"Finding Stuff on the Web," "Thanks for the Memories," "Google Chrome single vs. multiuser installations," "Windows 10 Asterisk," "The End is Near," "Apps vs. Browser," "Office 2016 for Mac AND Older Version?"*

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### Finding Stuff on the Web

[Regarding Jack Dunning's March 20 [article](#), "Finding Stuff on the Web":]

As an octogenarian (84+years)I have relied on info from your *ComputerEdge Magazine* (even as far back as the ole "Byte" days). Nonetheless, as technological e-gadgets and information increases exponentially, I never get caught up with whatever advances are made and feel so left out whenever new techie words appear or how to search for my needs on the good ole desktop PC using only Google. Could you please have a section for seniors with a periodic glossary list or a definitions column that explains words, in plain English that we still use and understand?

I want to keep up my computer skills as easily and readily as I can but the speed of the technological advancement sometimes makes me wonder whether I'm living on another planet with a foreign language surrounding me.

Thanks heaps.

-Julianna Hamann, Alpine, California

Thank you for this information, it will be used. You ended the article with a comment about *ComputerEdge* being informational and entertaining and the value you believe readers' thoughts and comments might be. I agree and if I had the knowledge (or the time to gain it) I would start a *ComputerEdge* forum and invite us readers to continue to share our questions and answers, with maybe an occasional visit by Jack or Dave ... or Wally (just to add a little spice!). Charles Carr's articles are always fascinating so he could drop in on a periodic basis too. No deadlines...just visit when you have the chance. Ah well, enough day dreaming...back to work. ;)

-Mike, Denver, CO

One way I drill down on a search is to use the minus ( - ) sign.

If my search is "internet search string"  
and my first few results are  
"FLUFF internet search string"  
"internet FLUFF search string" OR  
"internet search FLUFF string"

then I modify my search to  
"internet search string, -FLUFF"  
and all the results with "FLUFF" in them are removed.

Then if my first few, still unwanted, search results change to  
"internet WRONG search string"  
"internet search WRONG string"

I then change my search to  
"internet search string, -FLUFF, -WRONG"

-C Remraf, Broomfield, CO

A ComputerEdge Spinoff?

Mike, from Denver: *Just Do It!* I'll be your first subscriber and follower. From *Byte Buyer* days to *ComputerEdge*, I never missed an issue or e-mail. Read from head to toe. I'll pay the \$5 a month! C'mon Mike. What'dya say? How 'bout a DIY column? Spyware/Malware Tips? I Hate Window 8 forum? (Sorry, personal rant)

I think I speak for a majority of readers, CE will be greatly missed.

Really, Jack, what'll you do with all that spare time?

-Gary Bell, Oceanside, CA

## Thanks for the Memories

[Regarding Jack Dunning's January 2 [article](#), "Computers Dominate 2015—Who Knew?":]

Jack's article brought back lots of memories of the start of the personal computer revolution. It was pretty nice to see it all begin and consider how it has developed until now. Thanks, Jack.

Thanks also for *ComputerEdge*. Its weekly form will be missed. I've learned much from Digital Dave, you, and readers (via comments) over the years.

-Jay, San Diego, California

## **Google Chrome single vs. multiuser installations**

[Regarding the March 20 [Digital Dave column](#):]

Normal Google Chrome is for a single user. Dave's advice to uninstall it from all users and reinstall is excellent. Someone else/different login(?) probably installed the all user one, however.

Note the default install is for a single user, but you can get and install the all users (easier if you have multiple users/logins on a computer) at:

<https://support.google.com/chrome/answer/118663?hl=en>

From that page, there's the note that the single user version should be uninstalled before loading the all user version.

-Rich Ernst, San Diego

## **Windows 10 Asterisk**

[Regarding the March 13 [Digital Dave column](#):]

From [Microsoft's announcement](#), "We announced that a free upgrade for Windows 10 will be made available to customers running Windows 7, Windows 8.1, and Windows Phone 8.1 who upgrade in the first year after launch.\*"

I couldn't find what the asterisk meant.

-Dennis, San Diego

The asterisk means:

\*Hardware and software requirements apply. No additional charge. Feature availability may vary by device. Some editions excluded. More details at <http://www.windows.com>.

-John Carlson, Vista CA

I'm not sure that Win 10 being hardware specific will make much of a difference. I've been buying desktops and laptops for a hundred years (well it seems like it!) and although I've migrated files and programs, I've never migrated an operating system. I suppose someone who builds PCs from scratch and installs their own OS may want to reuse the OS at some point,



but those people are a small percentage of computer owners. I would think the continual upgrade would surpass the one-use issue.

-John Hanlon, Encinitas, Ca

Microsoft has to make their products unusable every few years so that revenue for them doesn't fall off. They have some 30,000 salaries to pay and overhead/G&A, and oh yeah, dividends to pay.

So Windows 10 will become a lease/rental model, to sustain revenue. Right? Not really any different for us users.

How can a software company survive if sales revenue simply end at market saturation? Then come layoffs and Chapter 11.

It's perplexing.

-Steve, San Diego, CA

## **The End is Near**

[Regarding the March 13 [The End is Near column](#).]

We've Come a Long Way Together

I'm feeling rather emotional — I'm about to lose a connection with the past.

Back in the days of 286, 386 and 486 ComputerEdge was my guide; my first guide into the mysterious world of computing.

My how the years have passed; the technology leapt forward at a pace scarcely believable. All that time ComputerEdge has been my learned companion.

I will miss you but wish you Godspeed with your journey onward.

-Gideon Roberts, Marlborough, UK

One last thing...I was sad to read your announcement about the demise of this publication, which I have read closely for years and years.

There is one last service you could render your readers in your last issue, and that would be to ask your staff and readers to suggest other useful online sources of computer knowledge that might help fill the void of your absence.

-Clinton Meza Anglin, San Diego, CA

Farewell. *ComputerEdge* has been the single best reference and news resource for me for 12 years. You guys are great, and the end of your product is a dark day for PC and Mac users.

Best of luck in your future endeavors!

-Jim Matters, Huntersville, NC

I second the request for other useful publications to fill the void. *Windows Secrets*, which you turned me on to a few years ago, is good but not written with the care, concern, and compassion of *ComputerEdge*. I would not be this far along today without you taking me by the hand and leading me through the maze.

(BTW, announcing this bit of bad luck in a Friday 13th edition is sublime!)

All the very best to you and your amazing staff going forward.

-Mike, Denver

Wow, as a very long time reader, way back from the Byte Buyer days, as well as co-sysop of the *ComputerEdge* BBS for many years, and friends with some of the staff from way back, I'll certainly miss my weekly dose of the magazine and all its features.

Take care and thanks for all the fish!

Very sincerely,

-Rich W. Ernst, San Diego

Will be a sad and dark day, March 27, 2015. You have brought many of us on a journey into the future and beyond. You all will be truly missed. Wishing you the very best in your future endeavors. I loved my Friday dose of *Computer Edge*.

Thanks for the memories.

-Lynne Legare, Magnolia, Texas

Sad to See You Go.

Sorry to lose a good source of info. I have not asked many questions over the years, but you always had interesting and informative articles.

Good luck in your future adventures.

-Glen, Centennial Co

I noticed you said the name is not going away. If you might be considering selling it, perhaps

you could auction it off on eBay, or whatever auction platform is appropriate. Then provide instructions here as to how your readers can participate. (I assume the Web site name would be included.)

-Ron Cerrato, San Diego

Tell Us It's Just April 1 Coming Early

Hate to hear it. Been enjoying and relying on all of you since before 286 days (I think that's what it was). Thanks for all you have given us.

-John Swan, Carlsbad, CA

Hi Jack, You and Digital Dave and the magazine will be missed! I have looked forward to *ComputerEdge* for at least 20 years, first in print and then online. You have taught me and my associates so much! Friday mornings won't be the same without you.

Best wishes on your future path.

-Jim Amos, Denver, CO

Sad to see yah-all go, but, at least, "no more AutoHotkey stuff."

-Arthur, I've been everywhere

100000 years after *The Byte Buyer* started and then became *ComputerEdge*, you're shutting down? (oh, sorry...shifting out of binary mode...32 years) "some readers might miss their weekly dose of *ComputerEdge*"... yeah, I bought a tablet just so I could read CE weekly (well, it was refurbished and cheap and I can do a few other things but still...). I'll definitely miss it.

Will I still be able to use you as a resource if I need to make some new E-Books?

*Thanks!*

-Rob the ComputerTutor, San Diego

## **Apps vs. Browser**

[Regarding the March 20 [Editors Letters: Tips and Thoughts from Readers column](#):]

I am wondering what your thoughts are on apps vs. browser apps. Since there are Android apps for Android, and there are Apple apps for Apple, it seems it would be best to stick with browser based apps since these apps are device independent. Why do I not see more browser apps?

By the way, thank you so much for 25+ years of great editorial, you will be dearly missed.

-Paul Anthony, San Carlos

## Office 2016 for Mac AND Older Version?

[Regarding the March 20 [Wally Wang's Apple Farm column](#).]

Any idea if I can install the beta for Office 2016 and have it play nicely with old 2004 version already installed?

-Rich Ernst, San Diego

*Office 2016 for the Mac seems to coexist nicely with my old version of Office 2011 so it should likely coexist well with Office 2004 as well.*

*Unlike Office 2016 for Windows which will not coexist on the same computer with older versions of Office, Office 2016 for the Mac seems to do just fine.*

-Wally Wang

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*ComputerEdge always wants to hear from you, our readers. If you have specific comments about one of our articles, please click the "Tell us what you think about this article!" link at the top or bottom of the specific article/column at [ComputerEdge.com](http://ComputerEdge.com). Your comments will be attached to the column and may appear at a later time in the "Editor's Letters" section. If you want to submit a short "ComputerQuick Review", or yell at us, please e-mail us at [ceeditor@computoredge.com](mailto:ceeditor@computoredge.com). If you would like to review our recent e-books, please visit [ComputerEdge E-Books](#).*

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